# Season of Plague by Dark

## TOWNSFOLK



**HOUSEKEEPER**
You start knowing 3 characters: 1 is in play and the other 2 are not.



**CHANCELLOR**
You start knowing 2 players: 1 is a Townsfolk and the other is a different character type.



**NUN**
You start knowing an in-play character and how many of their neighbours are evil. **[+0 or +1 Outsider]**



**BRIDE'S MOTHER**
You start knowing a player who is the Groom or the Bride. If either dies, learn which one that night. **[+Groom or Bride]**



**CARDINAL**
Each night, learn how many living players are poisoned.



**TAILOR**
Each night, choose a player: if they are an alive neighbour and you chose them the previous night, learn their alignment.



**BRIDE**
Each night, learn how many of your living neighbours are poisoned. Each dawn, if the Groom is alive, you become sober and healthy, even if drunk or poisoned.



**CORPSE BEARER**
Each night*, learn every character whose ability caused a death today or tonight.



**DOCTOR**
Each night*, choose a player different from last night: learn if they are poisoned; if so, they become sober and healthy. **[1 good player registers as poisoned to you]**



**GROOM**
Each night*, choose a player: the first time you choose the living Bride, you learn this, then you learn 1 in-play Minion character. **[+Bride]**



**BOATMAN**
Once per game, at night*, choose another player: you swap characters, then they die. If they were evil, you become evil.



**FRIAR**
Once per game, at night*, choose a dead player: if they are good, they immediately use their ability as if alive, sober and healthy.



**PETTIFOGGER**
The first time you are mad that a nominated player is good and they are not executed, learn their character that night.

## OUTSIDERS



**CURATE**
On your first night, choose another player. You are mad that you and they are both Townsfolk. The first time you are executed or you break Madness, a good player might die that night.



**NAMELESS**
You have no neighbours and are not a neighbour of any player. If a player publicly mentions you, they might die. If you are executed, another good player might die that night.



**SPREADER**
You might register as poisoned, evil, & as a Minion or Demon, even if poisoned or dead. If you are executed, another living good player might become the Spreader.



**LANDSKNECHT**
There may be more than one Landsknecht in play. At the end of your first night, you and 1 of your 2 closest good neighbours become poisoned.

## MINIONS



**KITE**
Each night*, you may choose a player: if they are healthy, they die, then you lose this ability.



**GREYBEARD**
If there are 5 or more players alive and another evil player dies, you might become their character.



**LORDLING**
If the Bride is in play, you start knowing who they are. Each night*, choose a player other than the Bride: if a player other than you nominates them tomorrow, they die. If fewer than 5 players are alive, you lose this ability. **[-1 or +0 Outsider]**



**HENCHMAN**
There may be more than one Henchman in play. Each night*, choose a player different from last night: if they are healthy, they do not wake tonight.

## DEMONS



**PLAGUE**
Each night, choose a living player: if healthy, they become poisoned; otherwise, they die, then one of their living good neighbours becomes poisoned. When a player becomes poisoned, learn their character. Evil players register as poisoned.

*Not the first night

FIRST NIGHT

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## LORIC

None

## FABLED

None

## TRAVELLERS

None

| PLAYERS | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15+ |
|---|---|---|---|---|---|---|---|---|---|---|---|
| TOWNSFOLK | 3 | 3 | 5 | 5 | 5 | 7 | 7 | 7 | 9 | 9 | 9 |
| OUTSIDERS | 0 | 1 | 0 | 1 | 2 | 0 | 1 | 2 | 0 | 1 | 2 |
| MINIONS | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 |
| DEMONS | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

COMMUNITY CREATED CONTENT

OTHER NIGHTS